

Rules of the Game

Going Metric (Part Three)

By Skip Williams



Converting Character Height and Weight

Unlike tactical distances, character height and weight in the **D&D** game isn't based on any basic unit of game distance. You can simply generate your character's height and weight according to Table 6-6 in the *Player's Handbook* and convert the measurements you get into metric units using the table at the beginning of this article. Or, you can use the height and weight table given below. The table will generally produce slightly shorter and lighter characters than you'll get if you use 6-6 in the *Player's Handbook* and then convert the measurements.

Random Height and Weight

Race	Base Height	Height Modifier*	Base Weight	Weight Modifier**
Human, man	150 cm	+2d20	50 kg	x(1d4) kg
Human, woman	140 cm	+2d20	40 kg	x(1d4) kg
Dwarf, man	115 cm	+2d8	60 kg	x(1d6) kg
Dwarf, woman	110 cm	+2d8	46 kg	x(1d6) kg
Elf, man	135 cm	+2d12	39 kg	x(1d3) kg
Elf, woman	135 cm	+2d12	37 kg	x(1d3) kg
Gnome, man	92 cm	+2d8	19 kg	x0.5 kg
Gnome, woman	87 cm	+2d8	16 kg	x0.5 kg
Half-elf, man	138 cm	+4d8	46 kg	x(1d4) kg
Half-elf, woman	133 cm	+4d8	37 kg	x(1d4) kg
Half-orc, man	150 cm	+2d20	60 kg	x(1d4) kg
Half-orc, woman	140 cm	+2d20	41 kg	x(1d4) kg
Halfling, man	82 cm	+2d8	14 kg	x0.5 kg
Halfling, woman	77 cm	+2d8	12 kg	x0.5 kg

*Add the height modifier to the base height.

**To determine weight, first determine height. Multiply one half (round down) the character's height modifier by the weight modifier and add the result to the base weight.

Converting Money and Equipment

The game's monetary system is unique to the game and requires no conversion for use with metric weights and measures. It is best to assume that a single coin weighs about 10 grams (100 coins to a kilogram).

Likewise, the weights for most items can be converted directly to metric units and rounded off to the most convenient number for game play. The tables that follow give metric weights for the equipment shown in the *Player's Handbook*. All of the metric values have been rounded off to whole units where possible. This rounding makes most equipment slightly heavier under the metric system and also gives most containers slightly more capacity under the metric system.

Trade Goods

Cost	Item
1 cp	0.5 kg of wheat
2 cp	0.5 kg of flour or one chicken
1 sp	0.5 kg of iron
5 sp	0.5 kg of tobacco or copper
1 gp	0.5 kg of cinnamon or one goat
2 gp	0.5 kg of ginger or pepper or one sheep
3 gp	One pig
4 gp	1 square meter of linen
5 gp	0.5 kg of salt or silver
10 gp	1 square meter of silk or one cow
15 gp	0.5 kg of saffron or cloves, or 1 ox
50 gp	0.5 kg of gold
500 gp	0.5 kg of platinum

Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight [1]	Type[2]
<i>Unarmed Attacks</i>								
Gauntlet	2 gp	1d2	1d3	1d4	x2	--	1 kg	Bludgeoning
Strike, unarmed	--	1d2[3]	1d3[3]	1d4[3]	x2	--	--	Bludgeoning
<i>Light Melee Weapons</i>								
Dagger	2 gp	1d3	1d4	1d6	19-20/x2	4 m	0.5 kg	Piercing or slashing
Dagger, punching	2 gp	1d3	1d4	1d6	x3	--	1 kg	Piercing
Gauntlet, spiked	5 gp	1d3	1d4	1d6	x2	--	1 kg	Piercing
Mace, light	5 gp	1d4	1d6	1d8	x2	--	3 kg	Bludgeoning

Sickle	6 gp	1d4	1d6	1d8	x2	--	1.5 kg	Slashing
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One-Handed Melee Weapons

Club	--	1d4	1d6	1d8	x2	4 m	1.5 kg	Bludgeoning
Mace, heavy	12 gp	1d6	1d8	1d10	x2	--	6 kg	Bludgeoning
Morningstar	8 gp	1d6	1d8	1d10	x2	--	4 kg	Bludgeoning and piercing
Shortspear	1 gp	1d4	1d6	1d8	x2	8 m	1.5 kg	Piercing

Two-Handed Melee Weapons

Longspear[4]	5 gp	1d6	1d8	2d6	x3	--	4.5 kg	Piercing
Quarterstaff[4]	--	1d4/1d4	1d6/1d6	1d8/1d8	x2	--	2 kg	Bludgeoning
Spear	2 gp	1d6	1d8	2d6	x3	8 m	2.5 kg	Piercing

Ranged Weapons

Crossbow, heavy	50 gp	1d8	1d10	2d8	19-20/x2	48 m	4 kg	Piercing
Bolts, crossbow (10)	1 gp	--	--	--	--	--	0.5 kg	--
Crossbow, light	35 gp	1d6	1d8	2d6	19-20/x2	32 m	3 kg	Piercing
Bolts, crossbow (10)	1 gp	--	--	--	--	--	0.5 kg	--
Dart	5 sp	1d3	1d4	1d6	x2	8 m	0.25 kg	Piercing
Javelin	1 gp	1d4	1d6	1d8	x2	12 m	1 kg	Piercing
Sling	--	1d3	1d4	1d6	x2	20 m	--	Bludgeoning
Bullets, sling (10)	1 sp	--	--	--	--	--	2.5 kg	--

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight[1]	Type[2]
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Light Melee Weapons

Axe, throwing	8 gp	1d4	1d6	1d8	x2	4 m	1 kg	Slashing
Hammer, light	1 gp	1d3	1d4	1d6	x2	8 m	1 kg	Bludgeoning
Handaxe	6 gp	1d4	1d6	1d8	x3	--	1.5 kg	Slashing
Kukri	8 gp	1d3	1d4	1d6	18-20/x2	--	1 kg	Slashing
Pick, light	4 gp	1d3	1d4	1d6	x4	--	1.5 kg	Piercing
Sap	1 gp	1d4[3]	1d6[3]	1d8[3]	x2	--	1 kg	Bludgeoning
Shield, light	special	1d2	1d3	1d4	x2	--	special	Bludgeoning
Spiked armor	special	1d4	1d6	1d8	x2	--	special	Piercing
Spiked shield, light	special	1d3	1d4	1d6	x2	--	special	Piercing
Sword, short	10 gp	1d4	1d6	1d8	19-20/x2	--	1 kg	Piercing

One-Handed Melee Weapons

Battleaxe	10 gp	1d6	1d8	2d6	x3	--	3 kg	Slashing
Flail	8 gp	1d6	1d8	2d6	x2	--	2.5 kg	Bludgeoning
Longsword	15 gp	1d6	1d8	2d6	19-20/x2	--	2 kg	Slashing
Pick, heavy	8 gp	1d4	1d6	1d8	x4	--	3 kg	Piercing
Rapier	20 gp	1d4	1d6	1d8	18-20/x2	--	1 kg	Piercing
Scimitar	15 gp	1d4	1d6	1d8	18-20/x2	--	2 kg	Slashing

Shield, heavy	special	1d3	1d4	1d6	x2	--	special	Bludgeoning
Spiked shield, heavy	special	1d4	1d6	1d8	x2	--	special	Piercing
Trident	15 gp	1d6	1d8	2d6	x2	4 m	2 kg	Piercing
Warhammer	12 gp	1d6	1d8	2d6	x3	--	2.5 kg	Bludgeoning

Two-Handed Melee Weapons

Falchion	75 gp	1d6	1d8	2d6	18-20/x2	--	4 kg	Slashing
Glaive[4]	8 gp	1d8	1d10	2d8	x3	--	5 kg	Slashing
Greataxe	20 gp	1d10	1d12	3d6	x3	--	6 kg	Slashing
Greatclub	5 gp	1d8	1d10	2d8	x2	--	4 kg	Bludgeoning
Flail, heavy	15 gp	1d8	1d10	2d8	19-20/x2	--	5 kg	Bludgeoning
Greatsword	50 gp	1d10	2d6	3d6	19-20/x2	--	4 kg	Slashing
Guisarme[4]	9 gp	1d6	1d8	2d6	x3	--	6 kg	Slashing
Halberd	10 gp	1d8	1d10	2d8	x3	--	6 kg	Piercing or slashing
Lance[4]	10 gp	1d6	1d8	2d6	x3	--	5 kg	Piercing
Ranseur[4]	10 gp	1d6	1d8	2d6	x3	--	6 kg	Piercing
Scythe	18 gp	1d6	1d8	2d6	x4	--	5 kg	Piercing or Slashing

Ranged Weapons

Longbow	75 gp	1d6	1d8	2d6	x3	40 m	1.5 kg	Piercing
Arrows (20)	1 gp	--	--	--	--	--	1.5 kg	--
Longbow, composite	100 gp	1d6	1d8	2d6	x3	44 m	1.5 kg	Piercing
Arrows (20)	1 gp	--	--	--	--	--	1.5 kg	--
Shortbow	30 gp	1d4	1d6	1d8	x3	24 m	1 kg	Piercing
Arrows (20)	1 gp	--	--	--	--	--	1.5 kg	--
Shortbow, composite	75 gp	1d4	1d6	1d8	x3	28 m	1 kg	Piercing
Arrows (20)	1 gp	--	--	--	--	--	1.5 kg	--

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Dmg (L)	Critical	Range Increment	Weight[1]	Type[2]
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Light Melee Weapons

Kama	2 gp	1d4	1d6	1d8	x2	--	1 kg	Slashing
Nunchaku	2 gp	1d4	1d6	1d8	x2	--	1 kg	Bludgeoning
Sai	1 gp	1d3	1d4	1d6	x2	4 m	0.5 kg	Bludgeoning
Siangham	3 gp	1d4	1d6	1d8	x2	--	0.5 kg	Piercing

One-Handed Melee Weapons

Sword, bastard	35 gp	1d8	1d10	2d8	19-20/x2	--	5 kg	Slashing
Waraxe, dwarven	30 gp	1d8	1d10	2d8	x3	--	7.5 kg	Slashing
Whip[4]	1 gp	1d2[3]	1d3[3]	1d4[3]	x2	--	1 kg	Slashing

Two-Handed Melee Weapons

Axe, orc double[5]	60 gp	1d6/1d6	1d8/1d8	2d6/2d6	x3	--	7.5 kg	Slashing
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Chain, spiked[4]	25 gp	1d6	2d4	2d6	x2	--	5 kg	Piercing
Flail, dire[5]	90 gp	1d6/1d6	1d8/1d8	2d6/2d6	x2	--	5 kg	Bludgeoning
Hammer, gnome hooked[5]	20 gp	1d6/1d4	1d8/1d6	2d6/1d8	x3/x4	--	3 kg	Bludgeoning and piercing
Sword, two-bladed[5]	100 gp	1d6/1d6	1d8/1d8	2d6/2d6	19-20/x2	--	5 kg	Slashing
Urgrosh, dwarven[5]	50 gp	1d6/1d4	1d8/1d6	2d6/1d8	x3	--	6 kg	Slashing or Piercing

Ranged Weapons

Bolas	5 gp	1d3[3]	1d4[3]	1d6[3]	x2	4 m	1 kg	Bludgeoning
Crossbow, hand	100 gp	1d3	1d4	1d6	19-20/x2	12 m	1 kg	Piercing
Bolts (10)	1 gp	--	--	--	--	--	0.5 kg	--
Crossbow, repeating heavy	400 gp	1d8	1d10	2d8	19-20/x2	48 m	6 kg	Piercing
Bolts (5)	1 gp	--	--	--	--	--	0.5 kg	--
Crossbow, repeating light	250 gp	1d6	1d8	2d6	19-20/x2	32 m	3 kg	Piercing
Bolts (5)	1 gp	--	--	--	--	--	0.5 kg	--
Net	20 gp	--	--	--	--	4 m	3 kg	--
Shuriken	1 gp	1	1d2	1d3	x2	4 m	0.25 kg	Piercing

1. Weights are for Medium weapons. Small weapons weigh half as much. Large weapons weigh twice as much.
2. When two types are given, the weapon is both types if the entry specifies "and" or either type (player's choice at the time of the attack) if the weapon specifies "or."
3. The weapon deals nonlethal damage rather than lethal damage.
4. Reach weapon.
5. Double weapon.

Armor and Shields

Armor	Armor/ Shield Cost	Maximum Bonus	Armor Dex Bonus	Arcane Check Penalty	Spell Failure	----- (16m) Speed (12m) ----- (8m)	Weight[1]
Light armor							
Padded	5 gp	1	8	0	5%	16 m 12 m 8 m	5 kg
Leather	10 gp	2	6	0	10%	16 m 12 m 8 m	7.5 kg
Studded leather	25 gp	3	5	-1	15%	16 m 12 m 8 m	10 kg
Chain shirt	100 gp	4	4	-2	20%	16 m 12 m 8 m	12.5 kg

Medium armor

Hide	15 gp	3	4	-3	20%	12 m	8 m	6 m	12.5 kg
Scale mail	50 gp	4	3	-4	25%	12 m	8 m	6 m	15 kg
Chainmail	150 gp	5	2	-5	30%	12 m	8 m	6 m	20 kg
Breastplate	200 gp	5	3	-4	25%	12 m	8 m	6 m	15 kg

Heavy armor

Splint mail	200 gp	6	0	-7	40%	12 m[2]	8 m[2]	6 m[2]	22.5 kg
Banded mail	250 gp	6	1	-6	35%	12 m[2]	8 m[2]	6 m[2]	17.5 kg
Half-plate	600 gp	7	0	-7	40%	12 m[2]	8 m[2]	6 m[2]	25 kg
Full plate	1,500 gp	8	1	-6	35%	12 m[2]	8 m[2]	6 m[2]	25 kg

Shields

Buckler	15 gp	1	--	-1	5%		--	--	2.5 kg
Shield, light, wooden	3 gp	1	--	-1	5%		--	--	2.5 kg
Shield, light, steel	9 gp	1	--	-1	5%		--	--	3 kg
Shield, heavy, wooden	7 gp	2	--	-2	15%		--	--	5 kg
Shield, Heavy, steel	20 gp	2	--	-2	15%		--	--	7.5 kg
Shield, tower	30 gp	+4**	--	-10	50%		--	--	22.5 kg

Extras

Armor spikes	+50 gp	--	--	--	--		--	--	+5 kg
Gauntlet, locked	8 gp	--	--	Special	4		--	--	+2.5 kg
Shield spikes	+10 gp	--	--	--	--		--	--	+2.5 kg

1. Shows the armor's weight when fitted for Medium characters. Armor fitted for Small characters weighs half as much. Armor fitted for Large characters weighs twice as much.
2. When running in heavy armor, you move only triple your speed, not quadruple.
3. The tower shield can instead grant you cover. See the item description in the *Player's Handbook*.
4. Your hand is not free to cast spells when you wear a locked gauntlet on it.

Coming in Part Four of Going Metric

Skip finishes off equipment conversions and dives right into encumbrance and carrying capacity.

About the Author

Skip Williams keeps busy with freelance projects for several different game companies and has been the Sage of *Dragon Magazine* since 1986. Skip is a co-designer of the **D&D** 3rd Edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden (his borscht gets rave reviews).

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